

EARTHDAWN

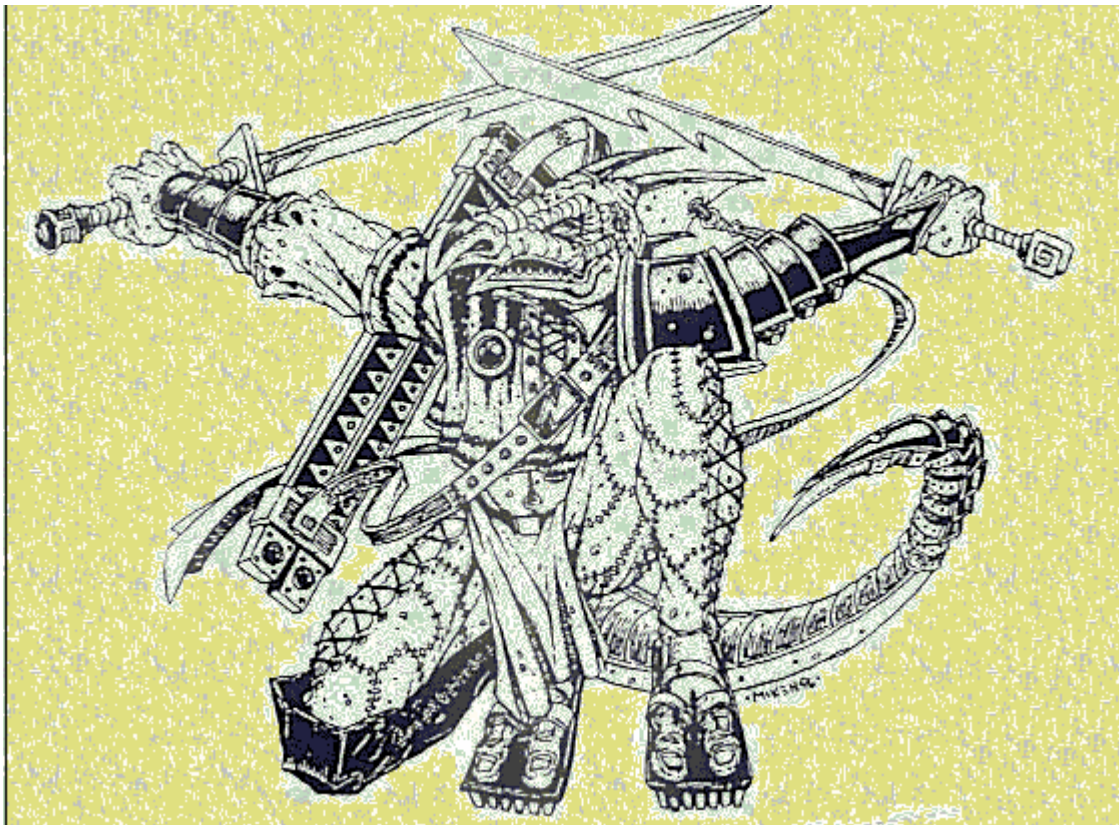
BOOK OF DUAL WEAPONS



WEAPONS PROJECT VOLUME III

AN UNOFFICIAL EARTHDAWN PRODUCT

THE EARTHDAWN WEAPON PROJECT



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The author of this book would welcome feedback at the Earthdawn Publishing Trust forms: www.EDPT.org.

INTRODUCTION

The Earthdawn Weapons Project is a rules supplement for the Earthdawn game system. The project is divided into books, each dealing with a single class of weapons. The books include weapon descriptions, skills, Talents, and knacks for players and gamemasters.

The Earthdawn rulebook is very limited in its weapons section. Gamemasters have a great variety of unique threaded weapons to choose from, but players have few choices at regular shops. Threaded weapons are hard to come by, especially for low Circle characters. The Earthdawn Weapons Project is working to correct that error for those seeking something more imaginative than an ordinary broadsword, a long bow, or a knife.

Note: Some of the weapons presented here are more powerful than those allowed in the basic rulebook. Use at your own discretion.



DOUBLE WEAPONS STATISTICS

• **Weapon Name** – If a special combination of two distinct weapons is being described, then the primary weapon's statistics will always appear before secondary weapon's.

• **Weapons Price** – In silver pieces (sp) unless stated otherwise. N/A means that the weapon is too rare or simply cannot be purchased in Barsaivian markets. The listed prices are the average cost in large cities such as Travar, Bartertown, and Urupa; buying merchandise in rural areas is more expensive. If the text is describing a special combination of two weapons that could be used separately, then prices for the primary and secondary weapons are given.

Note that the cost of a set is usually higher than the two individual pieces, because sets are designed to match each other in weight, size, balance, etc. A person using weapons from different sets suffers a –1 step penalty to all Tests made with both weapons.

• **Damage Step** – For each weapon. If this is a special combination of two weapons that could be used separately, then a separate Damage Step is provided for the primary and secondary weapon.

• **Strength Minimum** - Minimum Strength needed to wield the weapon. This is based on the weapon's weight and is shown on the table below. Note that this table is a guideline for regular weapons. Some weapons may have a different Minimum Strength because of their unique properties. The wielder must meet the Strength Minimum for both weapons in the set.

Weight (pounds)	Minimum Strength
1	5
2	7
3	9
4	11
5	13
6	15
7	17
8	19

(Or simply Weight X 2 + 3)

• **Size – from the table in the ED core rulebook:**

- **Size 1** - Swords up to 1 foot long. Daggers fall in this category.
- **Size 2** - Swords 1-2 feet long, including most short swords.
- **Size 3** - Swords 2- 3 feet long, including most broadswords and rapiers.
- **Size 4** - Swords 3- 4 feet long, including some one-handed great swords and a few broadswords.
- **Size 5** - Swords 4-5 feet long, including two-handed swords and some one-handed great swords.
- **Size 6** - Swords 6-7 feet long, including most two-handed great swords.

• **Initiative Step Modifiers** – Some weapon combinations are more cumbersome to use, and they give penalties to the character's initiative step, similar to some armors.

• **Other Modifiers** – Additional penalties, modifiers, and notes concerning the particular blade.

General note for ED2 players: Each of the weapons presented here is a unique type of weapon. In game terms, this means that each weapon must be learned as a different skill.

T'skrang Dual Weapon Forms



“What were your favorite hobbies when you were younger?”

“Hunting and women.”

“What did you hunt?”

“Women.”

—Kasanunda, a famous V'strimon Swordmaster

—*The book of light conversations*, by Ch'tal V'strimon

K'tenshin Double Whip of Pain

Name	Cost (sp)	Damage Step	Strength Min	Weight	Size	Initiative Step Modifiers
<i>K'tenshin Double Whip of Pain</i>	15	2	7	1	3	None
<i>Combination</i>	50			2		None

Description

The House of 99 Tails, part of the famous K'tenshin warrior school, teaches the techniques of the Double Whip of Pain. The Whip is a simple weapon, made of strong ropes bound together at one end by a handle made of bone or hardwood. The coarse ropes are made from a common reed found in the Servos Jungle. Jagged metal crescents are braided into the ropes at regular intervals.

It is called the Whip of Pain (or the Whip of Shame) because those who taste its cruel lash across their bare backs are likely to bear its marks for the rest of their lives.

Mechanical Notes

- Great coordination is required to use the Double Whip of Pain, and few students can keep the whirling jagged cords from striking themselves. Mechanically, the weapon requires a minimum Dexterity of 16.
- Since the Whips are made of rope, the Double Whip of Pain form cannot be used to Parry or Riposte.
- Physical armor protects well against these Whips; double the target's Physical Armor Rating against attacks made by this weapon.
- Whenever the Whip achieves an Armor-Defeating Hit, the target must make a Willforce Test (Difficulty equal to the Damage Step of the attack). Failure means the target is wracked with excruciating pain, suffering a -2 step penalty to all Actions for that round and the following round.
- A Called Shot to the face with the Double Whip of Pain may cause disfigurement. When such an attack results in a Wound, the target must make a Toughness Test against a difficulty equal to the Damage Step of the attack. A failure means the Whip rips a large chunk of flesh from the target's face, resulting in a loss of 1 point of Charisma, in addition to the Wound. (The character still suffers damage and must make a Knockdown Test, as usual.) A lost Charisma point is healed like a Wound.
Optional rule—A poor success on the Toughness Test causes permanent disfigurement to the target.

Talent Knack: Ensnare limb

Disciplines: Warrior

Talent: Melee Weapons

Rank: 3

Strain: 1

Weapon Use: K'tenshin Double Whip of Pain

To use this Knack, the character must make a Called Shot, and he must declare which limb he is attempting to ensnare before making the Attack Test. As with any Called Shot, the Attack Test is made at -3 steps. The Whip's ability to ensnare different body areas applies only to creatures that have the appropriate body part, i.e. trying to snare a Bloatform's neck is futile.

If the Called Shot hits, the character wraps the Whip's ropes around the desired limb and ensnares it. The target cannot perform any sort of action with the snared limb. The target's other actions suffer a -2 step penalty and his Physical Defense is reduced by 2. The penalties of multiple Whips are cumulative, up to a maximum of -4; additional Whips do not grant any additional penalties. As long as the Whip is actively wrapped around a limb, the attacker cannot use the hand holding the Whip for any other action. The attacker may decide to release a snared opponent at any time (requires an Action), assuming the opponent has not grabbed the Whip (see below).

To escape, the target may attempt any one of the following Actions:

- The target can attempt to grab the Whip and dislodge it from the attacker's hands. This Action must be performed with a free hand, even if it means dropping a shield or a sword; it cannot be performed by an ensnared limb. When grasping the Whip in this manner, the target takes step 2 damage from the Whip's iron crescents. Both participants make Strength Tests (remember the target's -2 penalty) and the higher result wins (reroll on a tie). If the target succeeds, he takes control of the Whip. The target must spend the next round disentangling himself from the Whip, but no additional disentangling test is required.
- The target can attempt to cut the Whip with a free limb holding an edged weapon. The character must succeed at a Melee Weapons Test against the Whip wielder's Attack Step with the Whip (remember the target's -2 penalty). If the Test succeeds, the target severs the Whip. The target

must spend the next round disentangling himself from the Whip, but no additional disentangling test is required.

- The target can attempt to unwrap the Whip from the ensnared limb. The target may attempt an Unarmed Combat Test or Dexterity Test against the wielder's Attack Step to disentangle the limb. If this test is successful, the target is freed from the Whip.
- Any other character can attempt to cut the Whip. This Action requires an Attack Test with an edged weapon, and the Difficulty Number is equal to the wielder's Attack Step with the Whip. Failure means the blade either didn't cut deep enough or it missed the Whip entirely; the latter is embarrassing and earns the third party loud hissing sounds from the observers, if the combat is occurring during a duel.

The effects of ensnaring various limbs are as follows:

1. Arm – The arm is considered disabled. If this hand is holding a melee weapon, then attacking with that weapon is impossible. If this hand is holding a shield, it provides only half the normal bonus (round down) to the target's Armor.
2. Torso – The target cannot move beyond the Whip's reach. Only creatures of appropriate size can be ensnared (GM discretion). For example, wrapping a Whip around a dragon's torso is impossible.
3. Leg – The attacker may try to trip the target. The target's weight cannot be greater than the attacker's Lift limit, and the target must be bipedal (i.e. a horse cannot be tripped this way). The attacker makes a Strength Test to determine the Knockdown Difficulty and then the target makes a Knockdown Test, including the target's 2 step penalty for being ensnared. If the attacker wins, the target is knocked down (use regular knockdown rules). If the target wins, the attacker loses the Whip. On a tie, the situation remains unchanged.
4. Neck – Hitting the neck is harder than hitting a limb and the attacker takes a -4 penalty instead of the regular -3 penalty for the Called Shot. If the Attack Test is successful, the attacker can attempt to strangle the target. The attacker and target make opposed Strength Tests (target rolls with a -2 penalty). If the target loses, he begins to choke. The target can hold his breath while struggling, for a number of rounds equal to his Toughness Step. Some creatures may be able to survive longer and others, such as cadaver men, do not breathe and thus cannot be choked. If the attacker wins the Strength Test for a number of consecutive rounds equal to the target's Toughness Step, the target falls unconscious. If the target wins a single Strength Test, the struggle restarts from the beginning; i.e. the attacker must win in consecutive combat rounds. A target does not have to struggle against the chokehold; he may attempt another action. Any other action performed in this situation suffers from a 4 step penalty (instead of the regular -2). In any round the target does not struggle, he is automatically considered to have lost the choking struggle for that round.

Daga and K'tenshin Whip of Pain

Name	Cost (sp)	Damage Step	Strength Min	Weight	Size	Initiative Step Modifiers
<i>Daga</i>	13	2*	5	1	1	None
<i>K'tenshin Whip of pain</i>	15	2	7	1	3	None
<i>Combination</i>	40			2		None

Description

The Daga was Named after the well-known K'tenshin master, Tor'Daga the Watersplitter. The Daga is a long dagger, almost the size of a short sword (14 inches / 36 cm long). The hilt is traditionally shaped like a serpent with the mark of the House of Nine Diamonds on its forehead. The blade is curved with jagged teeth. Primarily used as a stabbing weapon, the sharp teeth tear at the target's flesh when the blade is withdrawn, often causing additional damage.

Using the Whip as a primary weapon and the Daga as a secondary weapon is a common fighting form in the House of 99 Tails. A favorite K'tenshin tactic is to snare an opponent's weapon-wielding hand with the Whip, then close the distance and attack with the Daga before the opponent recovers. Another K'tenshin tactic is for two warriors each to snare one of a victim's hands and then attack from opposite sides.

Mechanical Notes

- The K'tenshin Whip is described above.
- The Daga does not suffer from the same parry and riposte restrictions as the Whip.
- Whenever the attacker achieves a Good Success or better on the Attack Test with a Daga, it deals step 4 damage instead of step 2.

Teno and K'tenshin Whip of Pain

Name	Cost (sp)	Damage Step	Strength Min	Weight	Size	Initiative Step Modifiers
<i>K'tenshin Teno</i>	20	3	7	2	2	None
<i>K'tenshin Whip of pain</i>	15	2	7	1	3	None
<i>Combination</i>	50			3		None

Description

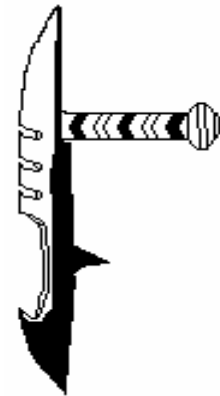
The Teno is a crescent-shaped weapon with the hilt mounted perpendicular to the blade. The Teno is designed specifically for parrying; it's an awkward offensive weapon.

Surprisingly, this weapon was introduced to Barsaive by the notorious pirate house Henghyoke, which has otherwise brought only mayhem and misery.

The prototype for the Teno was first found on the body of a dead t'skrang pirate following a Henghyokan raid. A passing K'tenshin boatman spotted it and took it to his village, where it caught the eye of the gifted Weaponsmith T'chan Sidra Teno K'tenshin. The Weaponsmith saw the potential of the oddly-shaped device and designed what has come to be known as the Teno.

Soon the new weapon became popular and copies appeared all along the Serpent. Nowadays, a Name-giver can purchase a Teno anywhere on the Serpent where there is a Weaponsmith or other craftsman worth his Name.

The House of 99 Tails embraced the Whip and Teno combination to compensate for the Whip's inability to parry effectively.



Mechanical Notes

- The Teno grants a 4 step bonus to Parry Tests.
- The Teno suffers a 4 step penalty to Attack Tests.

Stada Di Daga (Stada and Daga)

Name	Cost (sp)	Damage Step	Strength Min	Weight	Size	Initiative Step Modifiers
<i>Daga</i>	13	2	5	1	1	None
<i>Stada</i>	385	5	9	3	3	-1 for non t'skrang wielder
<i>Combination</i>	450			4		-2 for non t'skrang wielder

Description

Despite its cost, the stada is sought after by t'skrang from all over Barsaive.

The sword's design is challenging for weaponsmiths to reproduce. Since the blade becomes very narrow at certain points, an ordinary steel blade would break after a few strikes. To overcome this problem, skilled Weaponsmiths use a combination of True Earth and Water to reinforce the blade's weak points. This expensive process explains the stada's high cost.



The stada's design makes it well balanced in the hands of a t'skrang; it was designed for a humanoid with a tail. It is unwieldy in the hands of other races. Other Name-givers who wish to enjoy the stada's abilities without suffering from its awkward balance must pay two to three times the stada's normal cost for a t'skrang Weaponsmith to forge a custom-balanced weapon. These custom stada receive the same bonuses to Damage Tests on Good or better Attack Tests as regular stada, and suffer no racial penalties on Attack and Initiative Tests.

Mechanical Notes

- Whenever the attacker achieves an Excellent Success (an Armor-Defeating Hit) on an Attack Test, the stada causes step 6 damage instead of the listed step 5.
- Whenever the attacker makes an Extraordinary hit with the stada, it deals step 7 damage.
- The stada imposes a 2 step penalty for Attack and Initiative Tests if used by a non-t'skrang.

Stada Di Teno (Stada and Teno)

Name	Cost (sp)	Damage Step	Strength Min	Weight	Size	Initiative Step Modifiers
<i>K'tenshin Teno</i>	20	3	7	2	2	None
<i>Stada</i>	385	5	9	3	3	-1 for non t'skrang wielder
<i>Combination</i>	450		12*	5		-2 for non t'skrang wielder

Description

The Stada and Teno combination is popular among the t'skrang. The Stada's massive punch plus the Teno's terrific parrying capabilities make a winning combination. The high strength requirements, however, deter many would-be Stada Di Tenoists.

Mechanical Notes

- All previously mentioned mechanical notes for both the Stada and the Teno apply.
- In addition to the individual Stada and Teno mechanics, practicing this weapon form requires a minimum Strength of 12.

Ishkarat Serpent Wheels

Name	Cost (sp)	Damage Step	Strength Min	Weight	Size	Initiative Step Modifiers
<i>Ishkarat serpent wheels</i>	N/A	4	7	2	2	None
<i>Combination</i>	N/A			4		None

Description

Using a serpent wheel is the hallmark of a true expert among Ishkaratan Swordmaster Adepts. Despite its awkward appearance, the wheel is more than a match for sword-wielding opponents who have trouble penetrating its defenses. A small sect of weapon masters on Lake Vors is devoted to studying the fighting techniques of the serpent wheel.

This weapon is unobtainable outside of Lake Vors and is never sold to non-Ishkaratans. Ishkaratans therefore assume that anyone else with one must have taken it from a fallen comrade and attack serpent wheel wielders at first sight. Normally, the weapon takes the form of a simple circle, but some more artful designs depict the wheel as a serpent swallowing its own tail at the handle.



Mechanical Notes

- The Serpent Wheels grant a 3 step bonus to parry attacks made with straight weapons.

Talent Knack: Trap of the Hoop

Disciplines: Warrior, Swordmaster

Talent: Parry

Rank: 3

Strain: 1

Weapon Use: Ishkarat Serpent Wheels

An Adept using this Knack makes a Parry Test and spends an additional point of Strain to attempt to trap his attacker's weapon. If the Parry Test succeeds, the attacker's weapon passes through the serpent wheel and becomes locked. This Knack can only be applied against weapons that are size 2 or larger, and cannot be used against opponents who are not attacking with a melee weapon.

The Adept who successfully traps his attacker's weapon has several options:

1. Hold the attacker's weapon locked — The Adept and the attacker make opposed Dexterity Tests. (The Adept may add his Rank in Parry to his Dexterity Step, and the attacker may add his Rank in Melee Weapons to his Dexterity Step.) If the Adept wins the contest, he may keep the attacker's weapon locked for the following round. If either the Adept or the attacker are wielding second weapons, they may attack with them normally. Both participants have their Physical Defense lowered by 4 during the contest. If the attacker wins the contest, his weapon is free.
2. Try to disarm the attacker — The Adept and the attacker make opposed Strength Tests. The Adept may add his rank in Parry to his Strength Step, and the attacker may add his rank in Melee Weapons to his Strength Step. If the Adept wins the contest, he disarms his opponent and may toss the opponent's weapon up to Strength Step yards away in a direction of his choosing. If the attacker wins the contest, his weapon is free.
3. Counterattack — The Adept may counterattack in the current round using his secondary weapon and may substitute his rank in the Melee Weapons Talent for the purpose of the counterattack (even if the counterattack is made with the Adept's secondary weapon). The Adept receives a 4 step bonus for the counterattack and a 2 step penalty for the Damage Test. If the counterattack misses, the Adept loses control of the attacker's weapon and it is freed from the lock.

Shivoam's Retribution

Name	Cost (sp)	Damage Step	Strength Min	Weight	Size	Initiative Step Modifiers
<i>Shivoam's Retribution</i>	35	4	9	3	2	None
<i>Combination</i>	90			6		None

Description

Before the Scourge, Shivalahala Syrtis was a great Warrior and her weapons of choice were the Spears of Shivoam.

The story of Shivalahala Syrtis begins during a dark period for House Syrtis. A rival pirate house, G'ehkek, had recently established an impervious citadel on one of the Mid-Reach's small islands and was successfully raiding numerous Syrtis colonies. Their leader, the notorious Swordmaster Shivalahala G'ehkek, carried two powerful spears Named Shivoam's Blood.

One night, Shivalahala G'ehkek led a daring raid into the heart of House Syrtis' territory, slaughtering the guards of twelve hatcheries and stealing all the eggs. Shivalahala Syrtis sent her fleet after the raiders, but it was too late. The G'ehkek had reached their dark citadel and taken refuge behind its walls.

Despite laying siege to the city for three years and three days, House Syrtis could not breach its fortifications. The island was defended by an ever-shifting maze of *refslenika*, or enchanted kelp, perilously located below the water's surface. Only G'ehkek captains knew how to navigate the constantly shifting routes. G'ehkek ships managed time and time again to break the Syrtisian blockade, using the cover of darkness and their magical reefs, which kept realigning themselves not only to obstruct the Syrtisian vessels but also to allow safe passage for the G'ehkeks. Eventually, the Syrtisians withdrew, as the blockade was costing them dearly in terms of lives and resources. Shivalahala Syrtis was enraged; she swore she would have her children back and get her revenge upon G'ehkek.

Years passed. The river flowed, and the Syrtisian hatchlings grew inside the G'ehkek citadel as slaves. The time of Kaissas and the change of the gender came upon the youngsters. But Shivalahala G'ehkek forbade the Naming of any of them. They were taught only the minimum knowledge they needed to function in their predetermined tasks: household slave, labor, or warrior slave.

One among them was a bold female, tutored in the art of war. She secretly Named herself Sylus (Freedom Dream), despite the death penalty promised for such an act. She also Named her friends, and encouraged them to resist their masters in every possible way. At night, her dreams often included an old t'skrang female who inspired her strength and courage, and told her of her true heritage. Sylus didn't know it at the time, but it was Shivalahala Syrtis who was using her considerable magical powers to visit Sylus's dreams.

Fourteen years and fourteen days after the eggs were stolen, House Syrtis arrived with another fleet to seek their revenge. The G'ehkek hid behind their walls and mocked the approaching fleet, for they remembered the last attempt. But as night fell, the entire slave population, led by Sylus, rebelled, catching their G'ehkek masters completely unaware. The rebels included both the t'skrang stolen from House Syrtis as well as slaves from other raids. Inspired by their young commander's vision and charisma, the slaves fought bravely. Many died that day from the G'ehkek swords, but the courageous slaves gave as much as they got, and the ground ran with the blood of slaves and masters alike. Eventually, the outnumbered slaves retreated into a small, defensible tower.



The G'ehék ordered them to surrender, "Deliver us the one called Sylus and we shall let you surrender. Fail to hand her over and we shall topple the tower around your ears with fire and magic."

The slaves were faithful to their leader and refused to betray her, but Sylus saw the futility of their position and stepped out of the besieged tower.

"Come forth Shivalahala G'ehék of the G'ehék eels. I challenge you to a duel to the death. Come forth or remain a coward behind your troops."

Shivalahala G'ehék, unable to lose face in front of her people, came forward exclaiming: "Come forth hatchling slave who calls herself Sylus! I have promised death to any of you who will choose a Name, and today all shall see me keep my promise."

The young t'skrang stepped forward and said, "The t'skrang standing before you is no longer Sylus the slave. My Name is Shivalahala Syrtis. I swore to avenge my stolen hatchlings, and today all shall see me keep my oath."

With the last word, the girl who once was Sylus intoned a powerful magic spell from the memory of Shivalahala Syrtis. Shivalahala G'ehék was dumbstruck, as Shivoam's Blood flew from her hands and landed in the hands of the young t'skrang. As quick as the fastest river current, the young Shivalahala plunged the spears deep into Shivalahala G'ehék's chest, piercing her heart and killing her instantly. Without Shivalahala G'ehék to lead them, the demoralized and confused G'ehék warriors were quickly defeated by the combined forces of the Syrtis slaves and warriors.

Unbeknownst to the onlookers, the old Shivalahala Syrtis had died the night before, and using the special bond between herself and Sylus, she made certain that the Ritual of Passing would bestow leadership of Syrtis upon the young t'skrang.

When the Syrtisian fleet sailed back to the Cliff City that day to celebrate their victory, grieve for their old Shivalahala, and anoint their new one, they left only smoldering wreckage on the G'ehék island.

The Shivalahala Syrtis re-Named Shivoam's Blood to Shivoam's Retribution. To this day, both spears adorn Nithagi's door in the Cliff City, providing inspiration to each new generation of young Syrtisian warriors. Many in House Syrtis choose this weapon form, in honor of the brave Shivalahala who is remembered in this legend.

Mechanical Notes

- Any non-Syrtisian warrior who learns the Shivoam's Retribution skill or carries the weapons gains a +2 Charisma step bonus for all interactions with House Syrtis members and agents.
- Shivoam's Retribution grants a 1 step bonus to Parry Tests.

Other Dual Weapons of Barsaive

“Datai Jar, who is your father?”

“Overgovernor Kypros.”

“Who is your mother?”

“Our Beloved Thera.”

“And what do you want to be?”

“An orphan...”

—Datai Jar, a smart kid and a former Theran citizen in the Vivane province,
answering his Theran teacher.

—*The book of light conversations*, by Ch’tal V’strimon

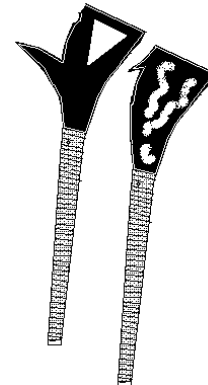
Dinganni Double Wathao

Name	Cost (sp)	Damage Step	Strength Min	Weight	Size	Initiative Step Modifiers
<i>Dinganni Double Wathao</i>	45	5	11	4	3	None
<i>Combination</i>	90			8		None

Description

The Dinganni cherish freedom above all else, a lesson some Theran slavers learned at the cost of their lives. While the Dinganni are normally peaceful, woe to the Name-giver who mistakes their tranquility for weakness. When the time for battle arrives, you won’t find fiercer Humans anywhere.

The Horse-Lords of Southern Barsaive usually favor single-weapon fighting styles because they mainly fight from horseback. The Wathao combination is the only known exception; it is used by both foot soldiers and riders. Riders who wield the double Wathao learn to control their horses with their legs and body movements alone.



Scavian Grudge Settlers

Name	Cost (sp)	Damage Step	Strength Min	Weight	Size	Initiative Step Modifiers
<i>Scavian grudge settlers</i>	N/A	3	5	1	1	None
<i>Combination</i>	N/A			2		None

Description

The river-going Scavians are considered the best knife fighters in Barsaive, as well as some of the most vindictive. They seek vengeance for even the most trivial offenses. Name-givers who slight a Scavian have found that revenge can be exacted even after the offended Scavian's death, as a dying Scavian will always send his relatives to hunt down the offender.



Among their own people, Scavians forbid retributive behavior of any kind. Instead, they have developed a form of ritual combat to settle grudges: the Judgment Circle. Both combatants face each other inside a 10-foot ceremonial circle. They are allowed to wear only a loincloth and are given a pair of Grudge Settlers to wield. No other weapons or armor are allowed. The fight can end either at first blood or when one of the combatants leaves the circle; the latter brings great shame upon the coward. If the grievance is severe, the fight can be to the death. After the duel is over, the grudge is considered settled regardless of the result. Keeping a grudge beyond the Circle is considered a great offense and may result in banishment, the highest punishment in the close-knit Scavian society. Non-Scavians have participated in a Judgment Circle, but this is very unusual.

Mechanical Notes

- The Grudge Settlers grant the wielder a bonus Step for Parry Tests.

Cathan Riah Bone Claws

Name	Cost (sp)	Damage Step	Strength Min	Weight	Size	Initiative Step Modifiers
<i>Cathan Riah Bone Claws</i>	N/A	3	5	1	1	None
<i>Combination</i>	N/A			2		None

Description

Riah are large, carnivorous birds with the vicious claws of a raptor and the attitude of a thundra beast. Riah can be found all over the Servos in flocks of up to ten.

Riah prefer to hunt in flocks of three or more. On a hunt, they show extraordinary animal intelligence and are capable of making coordinated attacks. These birds' size and ferocity makes them dangerous to hunt, and so it is no surprise that the Cathans and the wild t'skrang always celebrate a successful Riah hunt. The hunter receives the Riah's claws as a trophy.

Strapped to the hands of the tribesman with flexible vines, the Riah's claws are excellent in close hand-to-hand combat.



*“If you kill for joy, you are a sadist.
If you kill for money, you are a mercenary.
If you kill for both, you are in the Arm of Throal.”*
—Writing on the wall in Throal boot camp
—*The book of smart military sayings*, by Ch’tal V’strimon

Mustaf Double Warhammers (Point and Handle)

Name	Cost (sp)	Damage Step	Strength Min	Weight	Size	Initiative Step Modifiers
<i>Mustaf Double Warhammers</i>	N/A	5 for each hammer 6 for lance	17	5	3	None
<i>Combination</i>	N/A			8		None

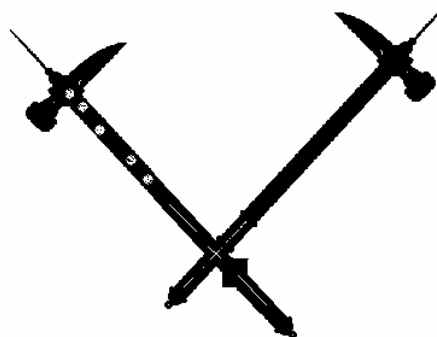
Description

Just before the most recent war with the Therans, the Arm of Throal trained a specialized unit of thundra cavalry in the use of two one-handed hammers. The unit, called Mustaf’s Chargers after their famous Throalic commander, practiced with the hammers for fighting and for urging on their foul-tempered mounts. Members of this unit needed tremendous strength and stamina. Each hammer is slightly lighter than a regular war hammer and causes less damage, but can be wielded one-handed.

Constructed first by a Weaponsmith who once rode with the Arm of Throal, the hammers are designed to be as functional as possible. Both hammers have a pointed head that can be arranged to allow a lance-like charge attack. Before a charge one can screw one of the hammers (called the “point”) on top of the other (the “handle”), thereby creating a makeshift lance. Assembly requires 2 rounds and cannot be performed during combat.

“Point” and “Handle” hammers fit perfectly with each other. If one of a pair is damaged, the remaining “Point” or “Handle” cannot be used with a substitute. A new pair must be purchased.

The name of the unit, Mustaf’s Chargers, became associated with these weapons and the hammers were nicknamed Mustaf Hammers. Actual unit members call the hammers by their appropriate names (Point and Handle).



Issyrian Chainblades

Designer: Svernn T Mauseth (AKA Kin)

Name	Cost (sp)	Damage Step	Strength Min	Weight	Size	Initiative Step Modifiers
<i>Issyrian Chainblades Combination</i>	80	Varies See Below	11	Depending on blade type	3	None

Description

The Issyrian Chainblades are two heavy knives or small swords linked together by a thin and smooth chain, which is 1-4 yards long. A lock on each of the blades' handles allows the wielder to change the chain's length. The chain's maximum usable length is twice the wielder's height. These lethal blades can be used in several ways:

—As an ordinary pair of knives. Each blade delivers step 2 damage.

—As a bola. If the chain length is kept under one-and-a-half yards, the weapon can be thrown like a bola. With the chainblades, however, the target takes damage twice, first from the blade that initially hits and then from the second blade, after the chain has rolled around the target. The attacker makes one Damage Test at Strength + step 4 for the damage caused by both blades.

—As a whip / lasso. In this case, the wielder holds one of the blades. The second blade may swing out 1-4 yards, depending on the chain's length. The wielder adds +1 to the blade's Damage Step for each yard of chain length. In addition, the wielder adds +1 Damage Step for each round the chain is rotated up to a maximum of +3 steps. In the first round, this extra rotational damage bonus is +0. Some of the knives' grips have pipe holes that start whistling when the blades are whirled in this fashion.

In Thul, (see the land of Thul on the EDPT website), some Troll tribes have modified the blades and use chains that are 6 yard long chains with broadswords instead of knives. The wielder of this kind of Chainblade must have a minimum strength of 20 and be at least 2.2 meters (9 feet) tall. These Chainblades deal Strength + 8 steps damage when thrown like a bola.

"Oi Gurt, between us we got six healing potions left. Oi did the calculation, and we each git five."
"Yer didn't count dem right, Kurt..."
"Well, Oi don't know how yer counting, but Oi already drank the five dat were a part of my share."
 —Gurt and Kurt, mathematically challenged ogres
 —*The delight of mathematics*, Ch'tal V'strimon

Jadian Ogre Gut-Rippers

Designer: Sverre T Mausest (AKA Kin)

Name	Cost (sp)	Damage Step	Strength Min	Weight	Size	Initiative Step Modifiers
<i>Jadian Ogre Gut rippers</i>	14	3 (cut)/ 10(rip)	21	9	4	None
<i>Combination</i>	30			18		None

Description

These large round blades work as chopping knives, parrying weapons, and gut-rippers.

Gut rippers are a fearsome weapon used by Ogres from the Far East. These fat and hungry Ogres prefer to butcher and eat their prey on the battlefield. They believe that the easiest way to kill an opponent is to slice through the abdomen and rip out the guts. Once this weapon has punctured the target's stomach, the Ogre twists the round blade 90°, thereby opening the target's stomach (yaaak).

Ogres may make a Called Shot to hit the target's stomach. In this case, an Armor-Defeating Hit allows the wielder to apply the rip damage.



Threaded Dual Weapons of Barsaive

The Chained Blades of Elcrim

Designer: Tiron Cruvi

Threads: 1

Spell Defense: 15

These two identical broadswords are decorated with the Elcrim Family crest: a spiked gauntlet in a circle of chains. The person wielding the blades must have the Second Weapon Talent or Skill to use the second, off-hand blade. The blades must always be wielded together to gain the benefits of the Thread ranks. With no Threads attached, they each deal STR+5 steps damage.

Rank 1 **Cost:** 300

Key Knowledge: The wielder must know that the blades are Named the Chained Blades of Elcrim.

Effect: The blades inflict STR+6 damage. If the wielder can wield one of the blades one-handed, then the other blade may be used with the Second Weapon Talent without penalty, even though the blades are the same size.

Rank 2 **Cost:** 500

Effect: Add +1 Rank to the wielder's Parry and Riposte Talents. If the wielder does not have one or both Talents, he gains them at Rank 1. The damage becomes STR+7.

Rank 3 **Cost:** 800

Key Knowledge: The user must learn the Name of the blades' previous wielder. The blades are currently in the possession of Marxon Elcrim, Captain of the vedette Ferocious, stationed at Triumph.

Effect: Add +2 Ranks to the wielder's Parry and Riposte Talents. If the wielder does not have one or both Talents, he gains them at Rank 2.

Rank 4 **Cost:** 1300

Effect: Damage becomes STR+8.

Rank 5 **Cost:** 2100

Key Knowledge: The wielder must know that the blades were forged by the Elf Weaponsmith Pyrrah Fahd.

Effect: The blades gain the power "Chain of the Sun." For 3 Strain, the wielder forms a magical chain between the hilts of the two swords. The wielder can use the chained blades in two ways. First, the wielder can throw one of the blades within this range: short 2-10, medium 11-20, long 21-30. The thrown sword inflicts the blade's regular damage. After the attack, the wielder automatically retrieves the thrown blade. The blades may also be used to entangle an opponent. The wielder declares his intention to entangle an opponent, and then makes a normal Attack Test. On a Good Success, the target becomes entangled in the chain. This attack does no damage, but an entangled target may do nothing other than try to free himself. The target becomes free with a successful Dexterity Test against a Difficulty Number of 10. An entangled character is considered Harried.

Rank 6 **Cost:** 3400

Key Knowledge: The wielder must learn how blades found their way into the hands of the Elcrim Family. Pyrrah Fahd gave the blades to Eramis Elcrim after Elcrim saved his village from a Horror.

Effect: Damage becomes STR+9. Against Horrors and Horror-constructs, the damage increases to STR+12.

A Short History of the Dejian

(Roughly translated from Cathayan, Dejian means “children of the Masters.”)

“He who knows others is wise. He who knows himself is enlightened.”

—*Dejian Code, Part 1, Sun Upon The Waters*

Hundreds of years before the Scourge, it was well-known that Sun Upon The Waters loved Name-givers. Sun Upon The Waters, a young Cathayan dragon, often took the form of a human so that he might move among them undetected. His most frequent guise was that of a sturdy young monk who helped whomever he found in his travels.

Sun Upon The Waters experienced first-hand the struggles of the common mundane: not only the ordinary difficulties of finding food, maintaining shelter, and raising families, but also the unneeded suffering imposed by cruel leaders and pitiless thieves.

One day, Sun Upon The Waters was chopping wood for an elderly, childless couple, who lived near a clean stream and a fertile garden. The heat of midday tingled on his skin, and sweat dripped from his body as he tirelessly chopped. The old woman, Shuan, shuffled up quietly to the young monk. She carried a tray with an earthen mug filled with water and lemon, and some rice cakes filled with sweet red bean paste.

“You are as tireless as the Sun and the Moon, kind man,” she said. “Please, take and eat these as a token of our thanks.”

Not wanting to disturb his ruse, he put down his axe and sat cross-legged on the ground next to where Shuan had set the tray. Wiping the sweat from his brow with his forearm, he answered, “Thank you, Shuan. You and your husband have made me welcome here, and I am glad to do good work that is of use to those who cannot do for themselves.”

As he began to eat the cakes and drink the water, Shuan said, “It is too bad for the world that there are not more like you, kind and humble monk. Please eat all you like. The heat of the day is too much for me to bear, so I will go inside and tell my husband of your work.”

Sun Upon The Waters nodded and smiled, his teeth full of rice, as she turned and walked back to her hut. He thought for a moment, and wondered, “Indeed, what if there were more like me...”

For the following seven weeks, Sun Upon The Waters reached out and found seven of the most promising pupils from across the land. How he found each is a tale unto itself, but in the end, he resolved to teach them all to be defenders of the weak, to work for the good of Name-givers wherever they were found, to accomplish tasks that Sun Upon The Waters did not dare reveal himself to accomplish on his own, and to inspire Name-givers with the hope that they too, through perseverance and discipline, could elevate themselves beyond their birthright.

He taught his protégés according to the inspiration he received from Shuan’s simple kind words: as tireless as the Sun and Moon. Together, the twins in the Heavens work tirelessly, as complements, to make all things possible. Sun Upon The Waters chose to teach his students martial lessons with this in mind, and so he taught them all to battle with both hands. He did not use only one claw, or only half of his mighty breath—why should they limit their options to a single hand when the time comes to fight?

Sun Upon The Waters did not reveal his true form to his students, but he earned their respect through his seemingly unearthly strength, tireless energy, and uncanny wisdom. His students learned to defend themselves against magical attacks and to temper their fury with discipline, so that they were not easily

intimidated or robbed of their confidence. He encouraged each of his pupils to look deep into their souls during meditation and to discover the path of an Animal Spirit most true to their nature.

Soon other dragons learned of Sun Upon The Waters' students, and for their own reasons, they began teaching students in their own ways. Collectively, these bands of skilled students came to be known as Dejian, the "children of the Masters."

The Dejian became synonymous with heroism and legendary deeds, although some were known for the infamy of their deeds. The dragons remained disguised to the Name-givers and used their Dejians for various deeds, from assassination to leading armies into battles. And so the golden age of the Dejian came to Cathay.

However, as the Scourge approached, the dragons behind the Dejian sensed the rising tide of Horror activity. Some used their Dejian to confront the early Horrors or to defend the retreating Name-givers, while others jealously protected their dominions, hoping to lay in wait for the right time to prey upon the weakness of a rival. But silently and relentlessly, intelligent Horrors sought out dragons and slew them. They derived their awful pleasure by watching the rival Dejian squabble, and they savored the bitterness, discord, and betrayal as the Dejian accused rival clans of assassinations and plots to seize power for themselves.

Without teachers or masters to guide their way, many of the Dejian clans dispersed. The students, being the greatest achievers of their people, were strong-willed, opinionated, and stubborn. Each believed they knew the true way of their master, and often argued with their clansmen over what their next objective should be. Many went their own way and were easily overcome by the invading Horrors.

Some Dejian took to the kaers with others of their race, or with people whom they had aided in their travels. Other, more cruel Dejian were left with no one to turn to, and they were consumed in the early years of the Scourge.

Today, the status of the Dejian in Cathay is unclear. None of the dragons who survived the Scourge has renewed the tradition of teaching the Dejian, although Dejian are still revered by the common people through the legends of their deeds. Yet there is still hope that teachers who survived the Scourge, or who passed on their lessons to their children, still travel in the world and can be asked to share their knowledge before it disappears.

There is a rumor that a human Named Koshen has started a small school in Urupa, and the rumor claims that he teaches the Way of the Dejian. Whether this is true or not remains to be seen by the success or failure of his students.

Note: Statistics of the new Dejian Discipline will be posted on the EDPT site (www.edpt.org).

Though the Dejian themselves no longer walk among the Name-givers of Cathay, the legends of their most famous practitioners survived the centuries of the Scourge through replicas of their weaponry. In Barsaive, the only way to purchase one of these weapons is from a Cathayan merchant (usually found in Urupa) and even that option is rare, since these weapons are not regularly imported from Cathay. The knowledge of crafting most Cathayan weapons remains a secret of Cathayan Weaponsmiths.

Dejian Weapons

“Strength is the flower of wisdom but action is its seed.”
—Dejian Code, Part 5, Sun Upon The Waters

Fruits of Tazen Mae

Name	Cost (sp)	Damage Step	Strength Min	Weight	Size	Initiative Step Modifiers
<i>Fruits of Tazen Mae</i>	N/A	8 with blunt end / 3 with sharp end	20	6	3	None
<i>Combination</i>	N/A			12		-1

Description

Tazen Mae was an ork child who worked on a farm. Legend says that Sun Upon The Waters was traveling one day in the guise of a human monk and watched a young ork help an injured ox stuck in the mud. To Sun Upon The Waters’ amazement, the ork boy didn’t call for help but simply pulled out the ox using only one hand. Immediately afterwards, Sun Upon The Waters offered to train the boy as his first student.

Tazen Mae chose the Ox Path. Recognizing his extraordinary strength, Sun Upon the Waters gave Tazen Mae his first pair of weapons, which came to be known as the Fruits of Tazen Mae.

The fruits are heavy and a bit slow for a weapon combination, but they can be deadly in the hands of a master. Shaped like two melons, the heads of the weapons contain a small amount of True Earth, which provides an extra punch. The Fruits of Tazen Mae are used mainly for crushing attacks, though some piercing attacks are possible with the pointed tips at the ends of the handle. Some weapon heads come with a small whistling chamber that emits a blood-curdling scream.



Talent Knack: The Shriek of Tazen Mae

Disciplines: Warrior, Dejian

Talent: Battle Shout, Second Weapon

Rank: 3 in both Talents

Strain: 1

Weapon Use: Fruits of Tazen Mae

A character must be wielding a set of Fruits of Tazen Mae with a whistling chamber in order to use this Talent Knack. At a cost of 1 Strain, the weapon’s shrieking causes the same effects as a Battle Shout. Note that this Knack is Dexterity based and does not require an Action if used in conjunction with a Melee Attack. The character rolls his Battle Shout Rank + Dexterity against target’s Social Defense. A Good Success is required to affect the target.

*"There is something to be learned from a unicorn.
When he decides on a target, he charges in a straight line. He becomes like a revengeful ghost
and shows great determination, Even if his heart is pierced, he would not die before he strikes."
—Dejian Code, Part 15, Sun Upon The Waters*

Tian Le's Unicorn Horns

Name	Cost (sp)	Damage Step	Strength Min	Weight	Size	Initiative Step Modifiers
<i>Tian Le's Unicorn Horns</i>	N/A	5	7	2	2	None
<i>Combination</i>	N/A			4		+1

Description

According to legend, Tian Le earned the honor of becoming one of Sun Upon The Waters' students by impressing him with her intelligence rather than her physical prowess. Her path was the Way of the Unicorn. It is said that to see Tian Le dance with the Unicorns was to see Astendar's majesty on Earth.

Unicorn Horns are wrought from metal that is forged in the presence of a Cathayan unicorn. Quick and flexible, they are ideal weapons for close quarters fighting. The unusual shape enables many forms of parrying and weapon locking. There are rumors that some copies of these weapons are carved from actual unicorn horns dipped in unicorn's blood. If these stories are true, the Name-giver using such a weapon must be Horror-tainted.



Mechanical Notes

- Unicorn Horns are especially good for parrying. Add +1 step to the wielder's Parry Talent.

“The pain passes but the beauty remains.”
—Reflection on Nei Me, Sun Upon The Waters

Nei Me’s Sun and Moon Daggers

Name	Cost (sp)	Damage Step	Strength Min	Weight	Size	Initiative Step Modifiers
<i>Nei Me’s Sun and Moon Daggers</i>	N/A	2 with axe head/1 with point head	5	1	1	None
<i>Combination</i>	N/A			2		+2

Description

It is said that when Nei Me first stepped into daylight, the sun fell in love with her because of her beauty. Legends also claim that when she looked in a mirror, it would continue to reflect her image for a year and a day.

Nei Me was born to a wealthy family and had a pampered upbringing. The best masters of the Warrior Discipline tutored the young noble, and she advanced greatly in the art of war.

For her first heroic Deed, Nei Me slew a Horror that had been tormenting an entire village. Sun Upon The Waters was impressed with the girl’s courage and skill and accepted her as one of his pupils. Nei Me traveled the Path of the Crane.

The Sun and Moon daggers are the best choice for swift action. The axe-like head is designed for both thrusting and slashing attacks. Despite their small size, they are potent in the hands of a skilled user. They may also serve as thrown weapons in times of need. While forging a pair of Sun and Moon daggers, the Weaponsmith must trap a minor air elemental within each of the daggers. This imbues the blades with tremendous range, and the ability to return to their wielder after they are thrown. The elemental magic within the blades must be renewed every year and a day. If not renewed, the blades lose their returning ability, and their range is reduced to the range of ordinary throwing knives.



Talent Knack: Strike of the Eternal Twins

Disciplines: All fighter-type Disciplines

Talent: Throwing Weapons

Rank: 7

Strain: 2

Weapon Use: Nei Me’s Sun and Moon Daggers

The Strike of the Eternal Twins is a combined attack where both daggers are thrown simultaneously. The character rolls his Throwing Weapons step + 2 once for each dagger. The daggers spin during their flight, crisscrossing each other numerous times on the way to their target. Their zigzagging path makes them more difficult to dodge (hence the +2 step modifier to the Attack Test).

*"There is something to be learned from a hawk swooping down on a bird.
Even though it enters into the midst of a thousand of them,
it gives no attention to any bird other than the one it first marked."
— Dejian Code, Part 55, Sun Upon The Waters*

Hawk Claws of Hao Wu

Name	Cost (sp)	Damage Step	Strength Min	Weight	Size	Initiative Step Modifiers
<i>Hawk Claws of Hao Wu</i>	N/A	6	5	1	3	None
<i>Combination</i>	N/A			2		+1

Description

Hao Wu was part of a family serving under the dragon Lu Wu Ye, a sworn enemy of Sun Upon The Waters. He was raised from childhood with his identical twin Tian Wu to become a military commander. Before Hao could prove his valor in a real battle, his father and elder brother were captured during a battle with Sun Upon The Waters' forces. Sun Upon The Waters exchanged the noble and his elder son for the service of the younger sons Hao and Tian.

Hao Wu traveled the Path of the Hawk. In one of the legends, Hao Wu killed a powerful Horror without suffering a single scratch. It was said that when Hao fought, he dove faster than a hawk, dispatching enemies before they managed to land a single strike.

Hawk claws are swords made from a combination of metals tempered with a small amount of True Air, which makes them much lighter and quicker than other swords of their size.



Mechanical Notes

- The hawk claws add +1 step to the wielder's Melee Attack Tests.
- The hawk claws require a minimum Dexterity of 15.
- For unknown reasons, non-Adepts are unable to learn to use the claws.

“War is not about who is right, it is about who is left.”
—*Dejian Code, Part 57, Sun Upon The Waters*

Tiger Claws of Tian Wu

Name	Cost (sp)	Damage Step	Strength Min	Weight	Size	Initiative Step Modifiers
<i>Tiger Claws of Tian Wu</i>	N/A	6	9	3	3	None
<i>Combination</i>	N/A			6		+1

Description

Even though they were born to the same mother only a few minutes apart, no two people differed more than the twins Tian and Hao Wu. While Hao was hawkish, skinny, and rigid, a model of strictness and composure, Tian’s shoulders were twice the width of a normal man’s, his face wore a constant smile, and he often ignored anything that didn’t include his favorite sports: hunting and fighting.

Tian was nicknamed ‘the tiger’ even before he adopted the Tiger Spirit. At the tender age of thirteen, he hunted down one of the huge cats on his own. When he was seventeen, he had already won Mao’s Trial of Champions twice.

Tian Wu designed the claws to mimic the great cats he so loved. Used with both thrusting and slashing attacks, the claws are deadly weapons in the hands of an expert. The jagged hilts were designed for parrying.



Talent Knack: Claw of the Tiger

Disciplines: Dejian

Talent: Tiger Spring, Second Weapon

Rank: Both Talents at Rank 5

Strain: 2

Weapon Use: Tiger Claws of Tian Wu Combination

This Knack can only be used in the first round of combat. Before the Initiative Test, the Adept declares his intent to use the Knack against a specific target. After activating this Knack, the character makes his Initiative Test and compares it to his target’s Initiative. If he achieves an Excellent Success against the target’s Initiative Test result, he can cause additional damage with both claws. The Adept uses his Second Weapon Talent to make a single Attack Test for both weapons. Then the Damage Test is rolled once for each weapon at Strength plus 11 steps (i.e. 6 steps for the weapon plus 5 steps for the Knack). The attack often leaves scars on the target’s body, very much like the scars left after a tiger’s attack.

*"Victory is reserved for those willing to pay its price."
—Dejian Code, Part 44, Sun Upon The Waters*

The Falling Stars of Ming Chei

Name	Cost (sp)	Damage Step	Strength Min	Weight	Size	Initiative Step Modifiers
<i>The Falling Stars of Ming Chei</i>	N/A	2	7	2	1	+1
<i>Combination</i>	N/A			4		+1

Description

Mung Chei was a successful Warrior-Thief before he joined the Seven Dejian of Sun Upon The Waters. In one tale, he managed to steal the white turtle pearl of Tikiaga, which was Sun Upon The Waters' most valued treasure. He would have gotten away with the deed if not for his tendency to boast. His bragging led the vengeful dragon straight to him. It is said that the dragon was so amused with the witty and charming Mung Chei that he spared the Thief's life. In return, Mung Chei promised to serve Sun Upon The Waters for a year and a day. Sun Upon The Waters accepted, on the condition that it would be for one dragon year, which is about 200 Barsaivian years. Mung Chei traveled the spirit Path of the Fox.



The Falling Star Circlets are made from a rare alloy recovered from meteors that have crash-landed on the surface of the world. They always shine brightly, reflecting sunlight by day and moonlight by night. They are excellent weapons for close quarters. The Falling Stars are sometimes nicknamed "Thief's Mistresses," as some sets have secret compartments for hiding a thief's picks and other tools.

Talent Knack: The Falling Star Flash

Disciplines: Dejian

Talent: Melee Weapons

Rank: 5

Strain: 2

Weapon Use: The Falling Star Circlets

Before learning this Knack, the character must first accomplish a heroic Deed (GM's discretion) using his Falling Star circlets. Afterwards, he must Name them and attach a single thread to the Named weapons.

With this Knack, the Dejian may attempt to blind a single target. When activated in sunlight or moonlight, the weapons flare with a sudden bright light. A beam of lights shoots from the weapon into the target's eyes. The Dejian makes a Melee Weapons Attack Test against the target's Physical Defense, and if successful, blinds the target for 3 Rounds.

"Given enough time, any man may master the physical. With enough knowledge, any man may become wise. It is the true warrior who can master both....and surpass the result."
—Dejian Code, Part 77, Lu Sein

The Monkey Tail of Lu Sein

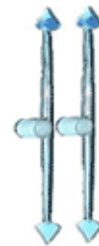
Name	Cost (sp)	Damage Step	Strength Min	Weight	Size	Initiative Step Modifiers
<i>The Triple-Headed Monkey of Lu Sein</i>	N/A	4	7	2	3	None
<i>Combination</i>	N/A			4		None

Description

Before being chosen by Sun Upon The Waters, Lu Sein was already a scholar, warlord, and hero. He was nicknamed “the monkey” (the spirit of cleverness in Cathayan mythology) because many of his tales involve outwitting his opponents rather than confronting them directly. One tale tells of how he defeated a superior army without suffering a single loss: he tricked his enemies into entering a closed canyon and then unleashed a waterfall that was controlled by a powerful water elemental.

Despite being one of the ugliest men to walk the earth, many tales involve Lu Sein’s improbable success with the ladies.

The monkey tail is not an easy weapon to master. It uses forms and tactics that differ greatly from almost anything else a warrior might try to wield. Learning this weapon skill costs twice the usual Legend Points. For a master, the number of tricks and amazing stunts is only limited by his imagination.



Talent Knack: The Monkey’s Tail Diversion

Disciplines: All fighter Disciplines

Talents: Melee Weapon, Second Weapon

Rank: Rank 6 for both Talents

Cost: 400 LP

Strain: 1 / round

With this Talent Knack, the fighter uses his weapon for defense. The Monkey’s Tail Diversion takes a single round to activate. The Adept sacrifices all attacks during that round. He then rotates the weapons to form a whirling barrier. In the round following the Knack’s activation, the Adept adds his rank in the Second Weapon Talent to his Physical Defense. This defensive stance can be prolonged at the cost of 1 Strain per round. An alternative form of this defense involves only the use of the secondary weapon. With this option, the character may still attack with his primary weapon, but his Physical Defense is raised by half of the Adept’s Second Weapon Rank (round up). Regardless of the number of weapons used, the Knack costs 1 point of Strain per round.

Other Dual Weapons of Cathay

In addition to the weapons already mentioned, many other weapons from Cathay are used in two-weapon combinations. Though not part of any known legends, they might become part of legends established by modern Adepts.

Deer Horns

Name	Cost (sp)	Damage Step	Strength Min	Weight	Size	Initiative Step Modifiers
<i>Deer Horns</i>	25 in Cathay	4	7	2	2	None
<i>Combination</i>	60 in Cathay			4		None

Description

Probably the deadliest short weapons, the Cathayan Deerhorn Knives are normally used against longer weapons such as spears or swords.

Mechanical Notes

- Deer Horns grant +3 steps when parrying weapons of size 3+.
- Deer Horns grant +1 step when parrying size 1 and 2 weapons.
- Deer Horns protect like a shield. The Physical Armor Rating of a character using a pair of Deer Horns increases by 1.



Wing Tsun Butterfly Knives

Name	Cost (sp)	Damage Step	Strength Min	Weight	Size	Initiative Step Modifiers
<i>Wing Tsun Butterfly Knives</i>	10 in Cathay	2	5	1	1	None
<i>Combination</i>	25 in Cathay			2		None

Description

Easy to conceal, silent and deadly, the Wing Tsun butterfly knives are the choice of master assassins.

Mechanical Notes

- +1 step for Parrying Tests



Wind Eggs

Name	Cost (sp)	Damage Step	Strength Min	Weight	Size	Initiative Step Modifiers
<i>Wind Eggs</i>		6	7	2	4	None
<i>Combination</i>	90 in Cathay			4		None

Description

The Wind Eggs are a pair of rounded balls connected by a reinforced chain. They are made from a combination of True Earth and True Air using magic similar to that used in airship creation. Their magic causes them to hover three inches above the ground if set down. Wind Eggs are rarely used because mastering this complex weapon form is extremely difficult. A character must know both the Melee Weapons and Second Weapon Talents, although both attacks with the Wind Eggs are rolled using the Second Weapon Talent. Furthermore, it costs twice the LP to gain skill ranks with this weapon. (Adepts, of course, do not need to purchase a skill in this weapon if they already have the Melee Weapons and Second Weapon Talents.)



Mechanical Notes

- The wielder cannot parry with this weapon.
- The weapon requires a minimum Dexterity of 14.
- Both attacks are made with the Second Weapon Talent / Skill (Strain is only paid once).

Hukai Spears

Name	Cost (sp)	Damage Step	Strength Min	Weight	Size	Initiative Step Modifiers
<i>Hukai Spears</i>	70	5	13	5	4	None
<i>Combination</i>	150		15	2		None

Description

Developed by raiding trolls of the Shimmering Mountains, the Hukai Spears were soon adopted by the rival moots that defended against these raids. It was in the dragon court of Sun Upon The Waters, however, where the weapon combination developed into an art form called the Hukai Dance.

Only a few trolls or obsidimen have the stamina and the agility to perform the Hukai Dance with two heavy Hukai Spears.



Mechanical Notes

- Requires a minimum Dexterity of 15 to use the spears as a combination.
- +1 step to Attack and Damage Tests when used from atop a mount.
- +2 steps when used in a Set for Charge Test against mounted opponents.
- +2 steps when used to Parry attacks from mounted opponents.

Butterfly Fans

Designer: Catherine E. Norman (AKA Rastar)

Name	Cost (sp)	Damage Step	Strength Min	Weight	Size	Initiative Step Modifiers
<i>Butterfly fans</i>	Varies greatly*	2	5	1	2	None
<i>Combination</i>	Varies greatly*			2		None

Description

Butterfly fans can alternate between being a shield and a weapon. When the fan is closed, it can be wielded like a dagger. With the proper flick of the wrist, the fan opens and locks into a sort of small shield.

In some areas of Cathay, dueling with these fans is considered an art form. Masters of the art can alternate between wielding a shield and a dagger, two daggers, or two shields with great flair, style, and speed. Going between the various styles requires no appreciable time, so an Adept may attack with both fans, open them to Parry, and then Riposte with both fans in dagger mode. In most competitions, attempting to pierce a dagger's tip through an opponent's shield is not allowed. Using the dagger's tip to pierce the opponent's skin, on the other hand, is usually a point for the attacker.



The fan's outer ribs are metal with sharp tips, so that the dagger has a sharp tip and unsharpened edges when the fan is closed. The fan's inner ribs are made of bamboo, which has been strengthened through repeated lacquering. The face of the fan consists of a sturdy cloth material. Thin metal strips line the fan's back to provide additional rigidity. When the fan is flicked open, the strips' hinges lock the metal into straight lines, making the shield strong enough to parry another fan dagger, although an ordinary sword would still cut straight through the fan's cloth.

*In Cathay, the cost of basic practice fans starts at 25 sp. Note that fan duels are as much about style as they are about combat. For the right price, specialized artisans create custom butterfly fans, painting intricate pictures on the open fan shields and ensuring that beautiful flashes of color are visible as the fans flick open or closed.

Second Weapon Knacks

COMBINED ATTACK

Disciplines: Swordmaster, Dejian
Talents: Second Weapon, Melee Weapons
Rank: 3 in both talents
Cost: 200 LP
Strain: 1

This Knack allows a character to attack with both primary and secondary weapon as if they were one. For the cost of 1 Strain, the character is allowed to roll the Attack Test once with his Melee Weapon Talent. On an Average success, the character hits the target with both blades. For damage calculation, add half the secondary weapon's Damage Step to the primary weapon's Damage Step.

The character may not use the Second Weapon Talent to make another attack in the same round.

CROSS PARRY

Disciplines: Swordmaster, Dejian
Talents: Second Weapon, Melee Weapons
Rank: 5
Cost: 400 LP
Strain: 0

The Cross Parry Knack allows the Adept to counter a single melee attack using both primary and secondary weapons simultaneously. The Cross Parry block is performed by crossing the weapons and deflecting the incoming strike. This form of defense has a great advantage over a regular Parry, since the Adept performing a Cross Parry uses the strength of both arms to counter the opponent's weapon. Cross Parry adds 3 steps to the Parry Test.

The Adept may not use any other knacks to parry additional attacks in the same round as the Cross Parry Knack is used. The character may also only Riposte with either the primary or secondary weapon, not both.

HAMMER AND ANVIL

Disciplines: Warrior, Swordmaster, Dejian
Talents: Second Weapon, Melee Weapons
Rank: 7 for both talents
Cost: 600 LP
Strain: 1*

This special strike combines the use of both primary and secondary weapons in perfect unity. Hammer and Anvil can only be used with a weapon form incorporating two blunt weapons of the same kind, such as maces or hammers. The Adept brings both weapons to bear simultaneously, smashing his adversary on opposite sides.

Mechanically, the Adept makes one Attack Test with the Melee Weapons Talent.

An Armor-Defeating hit results in a Damage Test of step Strength + Weapon 1 + Weapon 2 + 1 step per Strain spent up to a maximum of +4 steps at a cost of 4 Strain .

A success level below Armor-Defeating results in regular damage for the primary weapon alone. In this case, the Adept still takes 1 Strain.

The character cannot make another attack with the Second Weapon Talent in the same Battle Round.

SECOND OFFHAND STRIKE

Disciplines: Fighter disciplines

Talents: Second Weapon

Rank: 7

Cost: 200 LP

Strain: 1

Designer: Steven James Black

For 1 Strain, the character may use the Second Weapon Talent to attack a different opponent from the one attacked with the primary weapon. This knack may be used with the Matched Weapons and Second Tail Talent Knacks.

SWIRLING CLOAK

Disciplines: Swordmaster, Dejian

Talents: Second Weapon

Rank: 7

Cost: 200 LP

Strain: 1

Designer: Simon Withers

At a cost of 1 additional point of Strain, a Swordmaster may use his Second Weapon Talent and a cloak, cape, long scarf or similar garment in an attempt to entangle his opponent. The Second Weapon Attack Test becomes a grappling attempt. If the grapple is successful, it may be maintained on successive rounds by repeating the use of this Talent Knack. The grappled target may break the grapple by scoring a Poor or better success against the Second Weapon Test result with an Unarmed Combat, Strength, or Dexterity Test, at the target's discretion. If the target breaks free, it should probably ruin the cloak.



DUAL WEAPONS...

Tskrang Swordmasters are famous for their love of two-weapon fighting, and other Barsaivian warriors wield two blades on occasion. Hints of exotic weapon combinations from Cathay also drifting into Barsaive, now that travel is resuming after the Scourge. From the stylish Stada and Daga combination to the primitive Cathan Riah Bone Claws,

from the practical Scavian Grudge Settlers to the graceful Sun and Moon Daggers, the Book of Dual Weapons has something for all fighting styles.

The Earthdawn Weapons Project is a fan-designed supplement for Earthdawn Gamemasters and players seeking more diversity in their game. This volume provides statistics, tactics, and histories weapon combinations from Barsaive and Cathay.



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